

emulator 324 has a network portion that includes network communication features enabling console server 320 to communicate with a host (i.e., server appliance) device using a network protocol such as IP. In one embodiment, the network communication features of emulator 324 are taken from the Telnet specification, which is designed to enable a remote device to communicate with a host over IP. The Telnet specification is documented in *Telnet Protocol Specification*, Internet RFC854 (Network Working Group 1983), available online at <http://www.faqs.org/rfcs/rfc854.html> and incorporated by reference herein. In a typical Telnet session, the remote device becomes a dumb terminal for the host device to which it is connected. Since Telnet has been in existence in various forms since as early as 1971 and is in wide use, it provides a familiar vehicle for enabling the network communication. Thus, emulator 324 may pattern its IP communication mechanisms after the communications routines of Telnet.

Please replace the paragraph beginning at page 7, line 27, with the following:

Os
Console server 320 further includes an operating system 322 that provides an interface between emulator 324 and a keyboard 326, a video terminal 328, and a mouse 330. Emulator 324 uses the interface provided by OS 322 to direct the console interactions received from the network to video terminal 328. Emulator 324 uses the interface provided by OS 322 to accept input from keyboard 326 and mouse 330 and to transmit this input to the server appliance over the network using NIC 321.

In the Claims

Please amend Claim 16 as follows:

16. (Amended). The system of claim 15, wherein the emulator is configured to display a first window for displaying console transactions occurring between the first server appliance and the console server and a second window for displaying console transactions occurring between the second server appliance and the console server.

In the Abstract

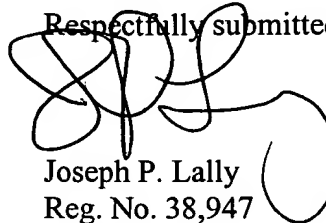
Please replace the Abstract with the following:

A10
A data processing network in which console interactions are communicated to and from server appliances over the network. The system may include a server appliance configured to re-

Q direct serial port transactions to a network port. The service appliance may include a mechanism for transmitting and receiving console data and control information via the network. The system further includes a console server for accepting and displaying console traffic that is sent over the network by a server appliance and for transmitting commands entered by a user back to the server appliance for processing.

If any questions arise during processing of this document, the undersigned would welcome and encourage a telephone conference at 512.428.9870.

Respectfully submitted,



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